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Exploration and **virtual camera** control in **virtual** three dimensional environments
C Ware, S Osborne - Proceedings of the 1990 symposium on ..., 1990 - portal.acm.org
... The concept of actually **rotating** the **object** itself (as **...** of this were th e subject who banked the **viewpoint** when turning corners when using the "flying vehicle control" metaphor, and the subject who carefully avoided placing his body in the same space as the **virtual** environment **...**
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UniCam---2D gestural **camera** controls for 3D environments [PDF] from psu.edu
R Zeleznik, A Forsberg - Proceedings of the 1999 symposium on ..., 1999 - portal.acm.org
... clicking away from the focus sphere does **virtual** sphere-like rotatioo centered oo the 3D point underoeath the focus sphae **...** 171 Page 4. any **object** in the scene. **...** 4.3 Automatic **Camera** Motion A different approach to translating and **rotating** the **camera** is to specify a look at point. **...**
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Virtual solar system project: Learning through a technology-rich, inquiry-based, participatory learning environment [PDF] from wisc.edu
SA Barab, KE Hay, K Squire, M Barnett, R ... - Journal of Science ..., 2000 - Springer
... CosmoWorlds. Students used a **virtual** reality modeling language (VRML) editor, CosmoWorlds, to build their 3-D models. **...** What was exciting in this case was how one group learned how to link **objects** and **rotate** the linked Earth-Moon **object**, and another group then **...**
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HoverCam: interactive 3D navigation for proximal **object** inspection [PDF] from psu.edu
A Khan, B Komalo, J Stam, G Fitzmaurice, G ... - Proceedings of the ..., 2005 - portal.acm.org
... add level of detail support so that when HoverCam is further from the **object**, a smoother **...** A great deal of prior research has explored **camera** techniques for 3D **virtual** environments. **...** The most pervasive metaphor is the cinematic **camera** model, enabling users to **rotate**, pan and **...**
Cited by 36 - Related articles - All 14 versions

Real-time rendering system of moving **objects** [PDF] from psu.edu
Y Kunita, M Inami, T Maeda, S ... - Multi-View Modeling and ..., 2002 - ieeexplore.ieee.org
... These cameras are located on the gantry with **rotating** 90 ◦ around their optical axes **...** In this experiment, we synthesize the images of a static **object** with with different **camera** intervals ΔX. The upper left of Figure 6 shows the positions of the cameras, the **virtual viewpoint**, and the **...**
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Exploring 3D navigation: combining speed-coupled flying with orbiting [PDF] from psu.edu
DS Tan, GG Robertson, M Czerwinski - Proceedings of the SIGCHI ..., 2001 - portal.acm.org
... T im e (Seconds) **Rotate** Fly Rot/Fly Compressed Basic **...** The peripheral vision afforded by the larger field of view (both physical and **virtual**) was important for the search and **...** With the larger field of view, they seemed better able to sample and identify **objects** and did not miss as **...**
Cited by 155 - Related articles - BL Direct - All 19 versions

[PDF] Intelligent **camera** control for graphical environments [PDF] from psu.edu
SM Drucker - 1994 - Citeseer
... There is no such distinction for **virtual** cameras, however movement through **objects** can often be extremely confusing to viewers. **...** (**rotation** and tilt). Also, it is inconvenient to **rotate** the **camera** about its direction of gaze (roll) which is rarely done in filming real scenes. **...**
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[PDF] **Virtual** Solar System Project: Developing Scientific Understanding Through Model Building1 [PDF] from indiana.edu
SA Barab, KE Hay, K Squire, M Barnett, R Schmidt, K ... - Learning - inkido.indiana.edu
... resolution. The solution was to simply treat the **camera** as any other **object** and **rotate** it at the same rate as the **objects** they wanted the **viewpoint** to view. Conclusion. **...** During a moment of frustration, Sundance asked Butch why they are taking the course using **virtual** reality. **...**
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Are existing metaphors in **virtual** environments suitable for haptic interaction [PDF] from uhasselt.be
J De Boeck, C Raymaekers, K Coninx - 2005 - uhdspace.uhasselt.be
... scene. When the **virtual** representation intersects with an **object**, the **object** becomes selected. Once selected, the movements of the **virtual** hand are directly applied to the **object** in order to move, **rotate** or deform it. When **...**
Cited by 9 - Related articles - View as HTML - All 7 versions

[PDF] Working in a **virtual** world: Interaction techniques used in the chapel hill immersive modeling program [PDF] from psu.edu
MR Mine - University of North Carolina, 1996 - Citeseer
... ment takes advantage of the ability to distribute in- formation throughout the **virtual** space rather **...** repre- sentation of the widgets and can instead focus on the **object** of interaction **...** a widget used for selecting the current constrained manipu- lation submode (translate, **rotate**, or scale **...**
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